2015 Baseline MEB Executive Level Seminar Capabilities Rollup

Move 1 Capability #1: Operate Common Joint/Coalition C2 System

The ability to access and operate a Common Joint/Coalition C2 System

- **Actions Required:**
  - Access to the capabilities and services of the Global Information Grid (GIG); FORCENet is the DoN Component of GIG
  - FORCENet includes the capabilities from the USMC Expeditionary Capabilities List as well as the current Programs of Record and envisioned technologies
  - Access occurs via ground, aerial, or space based systems and networks disparate systems cohesively
- **Standards:**
  - Coalition access without high level protocols and coordination currently required.
  - Receive services while on the move
  - Relay Gateways and Point of Presence Vehicles (POP-V) mitigate impact of transmission distances and frequency bands
  - All secure communications- Crypto re-keying is over the air
- **Effect of this capability:**
  - Advantages: Improves information flow and lends to increased tempo
  - Disadvantages: Perhaps susceptible to jamming
  - Effect on Enemy:
    - Creates reactive force vice proactive due to increased tempo
    - FORCENet limits ability to wage effective offensive electronic warfare
  - Enemy effect on Capability:
    - Limited

Move 1 Capability #2: Deploy MPF(F) for Advance Force Ops

The ability to rapidly deploy on MPF shipping capable of supporting advance force operations

- **Actions Required:**
  - MPF shipping available and deploys on short-notice
  - MPF ships link up with MEB Advance Force personnel and assets
- **Standards:**
  - Close on JOA within 10 days of notification (C-10 movement, C-Day earliest day for Adv Force Ops)
  - MPF ships prepared to support aviation operations and sea based logistics upon arrival
    - Requires Skill sets and manning to conduct MPF(F) shipboard operations
- **Effect of this capability:**
  - Advantages: Rapid closure of MPF on JOA prevents enemy from establishing defenses by providing platform for aviation support assets without establishing footprint ashore
  - Disadvantages: No inherent force protection capability
  - Effect on Enemy: Early battlespace shaping limits ability to respond effectively in time/space
  - Enemy effect on capability: Potential to exploit lack of inherent force protection assets for MPF ships

Move 1 Capability #3: Gain Battlespace Awareness

The ability to leverage sea, land, air and space based ISR assets capable of 24 hour battlespace coverage and provide all-source intelligence fusion

- **Actions Required:**
  - Establish connectivity and exploit theater and national collection assets to collect within the MEB AO
  - Conduct clandestine insertion, sustainment, and provide OTH connectivity with HUMINT, radio reconnaissance and Force Recon teams
  - Provide capability to conduct personnel recovery
- **Standards:**
  - ISR assets capable of operating from sea base
  - All weather, multi-sensor ISR platform
  - CI/HUMINT, Radio Reconnaissance, and Force Reconnaissance unit clandestine insertion capability
  - OTH communication capability for collection teams
  - Coalition compatible intelligence systems
  - Robust sea based intelligence systems capability
- **Effect of this Capability:**
  - Advantages : Increased battlespace awareness for tactical commanders
  - Disadvantages: Increased force protection requirements
  - Effect on the Enemy: Limited ability to maneuver undetected. Enemy actions anticipated
  - Enemy affect on capability: Deception measures, camouflage, Dispersal

Move 1 Capability #4: Conduct Timely Assessment

Ability to conduct timely assessment of lethal and non-lethal effects

- **Actions Required:**
  - Integration of IO and traditional fires assessment
  - Synthesis of BDA, HUMINT, SIGINT, IMINT, and maneuver element reporting
  - Immediate feedback from maneuver elements
  - Access to national/theater collection assets
- **Standards:**
  - Ability to rapidly determine 2nd and 3rd order of effects on enemy capability
  - Ability to think beyond physical destruction: Determine impact on enemy will and ability to fight
- **Effect of this capability:**
  - Advantages:
    - Achieves and maintains operational momentum
    - Streamlines decision making
  - Disadvantages:
    - Assessment more dependant upon human subjectivity
    - Potential for information overload
  - Effect on enemy:
    - Reactive enemy unable to seize initiative
  - Enemy Effect on Capability:
    - Deception, denial

Move 2 Capability #1: Provide Increased C2

The ability to increase C2 capability by including tracking and identifying friendly forces via automated system(s).

- **Actions Required:**
  - Aircraft, Vehicles & Designated Units have tracking system
  - Joint / Coalition partners equipped with compatible system
  - Global combat service support management capability
- **Standards:**
  - Secure/encrypted communication
  - Transmits automatic updates across multiple paths
  - Embedded in multiple terminal devices (Individuals?)
  - OTH/OTM Capable
  - Periodic Validation to confirm friendly status
  - Filtered, scalable
- **Effect of this capability:**
  - Advantages: Improved Situational Awareness, reduced fratricide, and better logistics management
  - Disadvantages:
    - **Potential for "Three Star Squad Leader"**
    - **Another system to operate/manage**
  - Effect on Enemy:
    - Reduces internal friction and increased OPTEMPO
  - Enemy effect on Capability:
    - Enemy use until periodically **validated**

Move 2 Capability #2: Extension of Sea Shield Ashore

The ability to provide Sea Shield support to forces ashore

- **Actions Required:**
  - Provide offensive fires
  - Provide counter battery fires
  - Provide force protection for assault force
- **Standards:**
  - Robust and persistent overland radar/ISR coverage
  - Combat ID
  - Composite Tracking Network / landward extension of Sea Shield
  - Single Integrated Air Picture (SIAP)
  - Cooperative Engagement Capability (CEC)
- **Effect of this capability:**
  - Advantages:
    - Protects the force while operating ashore
    - Protects HVTs
  - Disadvantages: Resource intensive for naval forces
  - Effect on Enemy: Reduces enemy capability to effect operations
  - Enemy effect on Capability: Limited

Move 2: Capability #3: All-Weather Variable Yield Munitions

The ability to utilize variable yield all weather munitions to attack multiple target types in multiple conditions

- **Actions Required:**
  - Conduct precision targeting with minimal collateral damage
  - Multi-spectral seeker capable of all-weather employment
- **Standards:**
  - Dial-a-yield capability
  - Predictable localized effects (Take out sniper not building)
  - Directed energy weapons?
- **Effect of this capability:**
  - Advantages: Increased target selectivity and minimal collateral damage to both structures and non-combatants
  - Disadvantages: More complex to employ. Release authority? ROE?
  - Effect on Enemy: More difficult to use shield of non-combatants
  - Enemy effect on capability: Limited

Move 2 Capability #4: Conduct Sea-based Sustainment

The ability to provide uninterrupted sustainment to forces ashore from sea-base

- **Actions Required:**
  - Provide sustainment from sea-base via surface and air means of delivery
  - Ashore CSS elements to deliver sustainment to combat forces
- **Standards:**
  - Provide recurring resupply requirements
  - Provide immediate response to emergency resupply requirements of tactical commander
- **Effect of this capability:**
  - Advantages: Tactical commander can maintain focus forward, decreased requirement to protect logistics resources. Time and resources required to establish logistics installations ashore greatly reduced
  - Disadvantages: Range of delivery system and time-space factors. Weather dependency
  - Effect on Enemy: Limits soft targets ashore for enemy
  - Enemy effect on capability: Increased vulnerability of aircraft to MANPADS during delivery

Move 3 Capability #1: Expeditionary Port Facility

The ability to construct and operate an expeditionary port facility to expedite the flow of sustainment and follow-on forces

- **Actions Required:**
  - Construct and operate expeditionary port facility
- **Standards:**
  - Throughput
    - RO-RO capable with joint & coalition vessels – MLC 80, draft requirements, ramp heights
    - Cargo handling – containers
    - Simultaneous RO-RO & cargo handling ops
    - Beach to road trafficability
  - Construction characteristics
    - Sea-to-shore or shore-to-sea construction capable
    - Rapid emplacement (<5 days)
    - Repairable, removable & redeployable
    - Emplacement compatible across wide range of substrata
  - Transportability – Forward deployed on MPF(F)
- **Effect of this capability:**
  - Advantages: Operational flexibility
  - Disadvantages: Time, resource, labor intensive
  - Effect on Enemy: Creates a dilemma for the enemy
  - Enemy effect on Capability: Easier for enemy to delay, disrupt, destroy vs. fixed facility

Applications in other Pacific contingencies?

Move 3 Capability #2: Establishment of EAF

Ability to construct and operate EAF in order to expedite flow of sustainment and follow on forces.

- **Actions Required**:
  - Construct and operate EAF
    - Cargo handling (TALCE)
    - ATC (no radar, NAVAID)
  - Provide security for EAF
- **Standards**:
  - Limited duration
  - Limited capability (High-Pri cargo pax)
  - C-130 – C-17 Capable
    - 3500’ X 60’ C-130
    - 6500’ X 90’ C-17
  - Initial MOG 1 (Goal of 3)
  - Access to road network
  - Light weight
  - MPF(F) deployable
  - Rapid employable and repairable
  - FOD/Chemical resistant
- **Effect of this capability**:
  - Advantages:
    - Provides additional entry point (APOD/E) into Caliphate
    - Scalable
  - Disadvantages:
    - Requires specific construction effort
    - Requires dedicated security
    - Effect on local populace?
  - Effect on Enemy:
    - Creates a dilemma for the enemy
  - Enemy effect on Capability:
    - Disrupt operations
    - Conduct direct attack